

EVOLUTIONS:
DINO DUDES™



JAGUAR
.....

GAME
MANUAL

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EVOLUTION: PING DUDES™



JAGUAR™ 64-BIT INTERACTIVE MULTIMEDIA SYSTEM
GAME MANUAL

INTRODUCTION

CONGRATULATIONS ON REACHING THE 1990'S! UNFORTUNATELY, YOU'RE A LITTLE LATE, SO YOU HAVE TO BEGIN AT THE BOTTOM OF THE EVOLUTIONARY LADDER. BUT YOU SHOULDN'T BE THAT WAY FOR LONG—if you can manage to muscle your way to the top. OTHERWISE, YOUR IDEAS WON'T SURVIVE LONG ENOUGH TO CAME UP WITH ALL THOSE GREAT INVENTIONS LIKE ROCK N' ROLL, VIDEO GAMES AND DOUBLE CHEESEBURGERS. Fortunately, you're not alone—you've got a tribe of fellow morons to help—oh, hinder you.

GOOD LUCK, DUDE! The future of mankind rests on you and your hairy teammates.

GETTING STARTED

1. INSERT YOUR JAGUAR DINO DUDE CARTRIDGE INTO THE CARTRIDGE slot of your JAGUAR 32-BIT INTERACTIVE MULTIMEDIA SYSTEM.
2. PRESS THE POWER button.
3. PRESS A FIRE button to DISCONTINUE THE TIME SCREWDYS.

SELECTION SCREEN

HERE YOU CAN CHANGE YOUR OPTIONS BY WALKING UP TO THE SIGN AND PESSING A FIRE BUTTON OR BY FOLLOWING THE ARROW HIGH TO ENTER A CODE OR START THE GAME.

Music On/Off: Let you turn the background music on or off. This works the same as pressing the [O] button.

Level: Lets you select the difficulty level. Choose Any Easy, Normal and Hard. On the Easy setting, you start with 12 Dino Duds and lots of time for each level. On the Normal setting, you start with 10 Dino Duds and less time, but you get more points for just finishing a level. On the Hard setting, you start with 8 Dino Duds and so little time that you will really have to search for the dudies more to finish a level. However, you do get more points than you do on the Easy and Normal settings.

Enter Code: Walk past this sign to get to the fast code entry screen. Here you can enter your fast code using the keypad to highlight a letter, [**←**] for backspace, [**SP**] for a space, [**AC**] for all clear, or [**LP**] for last password. Last password recalls the password for the last level played even if the game is turned off. Press a fire button to enter the letter, and end by selecting OK.

Start Game: Walk past this sign to begin a game.

Keypad Codes: Press a fire button to display the keypad codes select screen. Press any direction on the keypad to toggle between configuration 1 and 2. Press a fire button to return to the selection screen.



GAME CONTROLS (SEE FIG. 1)

KEYPAD CONFIG 1

- A ACTIVATE POWER BAR
- B ACTIVATE AN ACTION SELECTED ON THE ACTION BAR
- C SELECT ACTION ON THE ACTION BAR

KEYPAD CONFIG 2

- A ACTIVATE ACTION SELECTED ON THE ACTION BAR AND ACTIVATE POWER BAR.
- B SELECT ACTION ON THE ACTION BAR
- C SELECT NEXT DINO DUDE

EXAMPLES USED IN THIS MANUAL
ASSUME KEYPAD CONFIG 1

JOYPAD CONTROLS

- Left** Walk Left
- Right** Walk Right
- Up** Climb Up Rope, Ladder or Trunk. If none is available, Stack.
- Down** Climb Down Rope, Ladder or Trunk. If none is available, Pick Up or Drop an Object.



PAUSE ⏸

PAUSES GAME.

WHILE IN PAUSE MODE YOU MAY PRESS THE A BUTTON TO DISPLAY THE MUSIC VOLUME SLIDER AND THE B BUTTON TO DISPLAY THE SOUND EFFECTS VOLUME SLIDER. WHEN A VOLUME SLIDER IS DISPLAYED, PUSH THE JOYSTICK LEFT OR RIGHT TO CHANGE THE VOLUME.

OPTION ⚙

CALLED UP THE CONTINUE/RESTART LEVEL, OPTION BOX.

KEYPAD

- 1-9 SELECT A TERRAIN.
FOR EXAMPLE, IF YOU HAVE THE DUNES ON A LEVEL, THEN 1-5 EACH SELECT A DIFFERENT TERRAIN.
- * NEXT DINO DUNES
- # PREVIOUS DINO DUNES
- ¤ IMMEDIATELY TOGGLE THE MUSIC ON AND OFF
- = B,A RANTE GAME

LEVEL INFORMATION, LAST LEVEL PLAYED, VOLUME AND HIGH SCORE INFORMATION ARE RETAINED IN THE CARTRIDGE EVEN IF YOU HAVE TURNED OFF YOUR JAGUAR 64 BIT INTERACTIVE MULTIMEDIA SYSTEM. THE GAME LOGO WILL STORE UP TO 100,000 CHANCES. AFTER 100,000 CHANCES HAVE BEEN RECORDED, NO MORE CHANCES WILL BE RETAINED. TO CLEAR THE CURRENTLY SAVED CHANCES, PRESS A, OPTION AND B WHILE ON THE SELECTION SCREEN.

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MAIN GAME SCREEN

CONTROLLING YOUR DINO DUDES

WHEN YOU BEGIN PLAY, YOU'LL FIND YOUR DINO DUDE WAITING—ARMED AND DODGING—AROUND THE LEVEL. DON'T BE SHY—EACH IS A FIERCEPOWERHOUSE SLAYER TO MAKE IT THROUGH EVOLUTION. TO FIGHT, YOU HAVE TO LEARN TO CONTROL SEVERAL DINO DUDES TO WORK TOGETHER AS A TEAM. IT TAKES PRIDEHORN AND TEAMWORK TO MASTER THE DIFFICULT TASK OF SURVIVAL. AFTER ALL, BECOMING THE DOMINANT SPECIES ISN'T EASY—ESPECIALLY WITH ALL THOSE HUNGRY DINOSAURS ROAMING AROUND OUT THERE.

Selecting Your Dino Dude

DEPENDING ON THE LEVEL, YOU'LL HAVE UP TO EIGHT DINO DUDES TO CONTROL. PUSH THE CORRESPONDING NUMBER ON THE KEYPAD TO SELECT ANY OF THE INDIVIDUAL DINO DUDES. ONCE SELECTED, ALL FUTURE COMMANDS WILL BE CARRIED OUT BY THAT DINO DUDE UNTIL YOU SELECT ANOTHER. YOU MAY ALSO SELECT MEMBERS OF THE TEAM BY PUSHING * OR # ON THE KEYPAD.

Walking and Climbing

WALKING IS THE EASIEST PART. TO WALK LEFT OR RIGHT, MOVE THE JOYSTICK TO THE LEFT OR RIGHT. TO CLIMB A LADDER OR A ROPE OR A STACK OF DINO DUDES, MOVE THE JOYSTICK UP TO CLIMB UP. JOYSTICK DOWN TO CLIMB DOWN.

Basic Actions

THE BASIC DINO DUDE HAS ONLY TWO FUNCTIONS: "PICKING UP STUFF" AND "THROWING A LADDER" (STACKING). THE BASIC DINO DUDE HAS NO MEDAL OR TROPHY ACHIEVEMENTS THAT THEY HAVE BEEN AWARDED IN STORE AT THE FOOT OF THE SCREEN (THE ACTION BAR). TO SELECT AN ACTION, KEEP PUSHING THE C BUTTON UNTIL THE ACTION YOU WANT HAS A RED BOX AROUND IT.



Picking Up and Dropping Objects (see pg. 10)

Once you have chosen an item to pick up, you must move your Dino Duds over the object; either select the Pick-Up icon using the C Button and press the B Button (or Down on the Joypad) to pick up the item. When your Dino Duds pick up the item, the Action Bar will display a new set of icons for you to choose from, defining a range of actions available with your new item. You may only carry one item at a time. You can drop an item by pressing Down on the Joypad, or by selecting the DROP icon using the C Button, then pressing the B Button.

Forming a Dino Duds Ladder/Stacking

Your Dino Duds' other basic function is "stacking." Stacking occurs when you place your Dino Duds on top of one another to form ladders. Ladders are useful for moving up and down through the levels. To this effect the STACKING icon and press B, or simply push the Joypad Up to put the Dino Duds into the stacking position—both arms raised above his head. Then select another Dino Duds and bring him in front of the first Dino Duds, and push the Joypad Up to make him climb on top of the first Dino Duds. This process can be repeated to build impressive multi-Duds stacks and obtain otherwise out-of-reach items.

TAKE CARE! When you begin to build your stack, particularly if it's going to be a tall one, make sure that your bottom Dino Duds is close enough to the base of the step you wish to climb. If you're too far apart to start with, your top Dino Duds may not be able to make the step from the top of the stack onto the ledge.

AVAILABLE OBJECTS

ON THEIR JOURNEY THROUGH EVOLUTION, YOUR DINO DUDE WILL DISCOVER VARIOUS TOOLS TO HELP THEM REACH THE GOAL FOR THAT LEVEL. EACH TOOL HAS ITS OWN USE AND UPGRADE ICON KEY THAT APPEARS WHEN YOU PICK THE TOOL UP.

The Shears (See Fig. 10)

SHEARS ARE USEFUL ITEMS AND ARE ONE OF THE FIRST OBJECTS YOUR DINO DUDE WILL DISCOVER. SHEARS ARE NOT ONLY USEFUL FOR KILLING THINGS; THEY HAVE MANY OTHER USES AS WELL.

Throwing the Spear

SELECT THE THROW ICON AND PRESS THE B BUTTON. YOUR DINO DUDE WILL NOW BE HOLDING THE SPEAR ABOVE HIS HEAD, POINTED TO THE SKY. AT THIS POINT IT'S A GOOD IDEA TO CHECK IF YOUR DINO DUDE IS FACING THE RIGHT DIRECTION. IF HE IS NOT, PULL THE JOYSTICK DOWN—YOUR DINO DUDE WILL THEN RETURN TO THE HOLDING POSITION AND YOU CAN TURN HIM IN THE DIRECTION YOU WISH TO THROW. NOW THAT YOU HAVE YOUR DINO DUDE IN POSITION, YOU CAN VARY THE TRAJECTORY BY SELECTING FROM THREE DIFFERENT STARTING ANGLES. FOR EXAMPLE, IF YOUR DINO DUDE IS FACING TO THE LEFT, BY PULLING THE JOYSTICK TO THE RIGHT, YOU CAN MAKE YOUR DINO DUDE THROW PROGRESSIVELY HIGHER, DEPENDING ON THE TYPE OF THROW YOU WISH HIM TO MAKE.

TO THROW THE SPEAR, HOLD DOWN THE A BUTTON ON YOUR JOYSTICK—THE ACTION BAR WILL THEN TURN INTO A POWER BAR—and release the A button to launch the spear. The power bar expands lengthwise, depending on the power of the throw required. For a short throw, release just as the bar begins to expand. For a long/night throw, let the bar grow longer before releasing the fire button.



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Vaulting With the Spear

USE THE SPEAR TO VAULT OVER CHASMS AND OTHER OBSTACLES. SELECT THE VAULT ICON AND PRESS THE B BUTTON. NEXT, HOLD DOWN THE A BUTTON AND THE POWER BAR WILL APPEAR AT THE BOTTOM OF THE SCREEN. AS DESCRIBED IN THE "THROWING THE SPEAR" SECTION, CAUSE THE POWER AND RELEASE THE A BUTTON ACCORDINGLY. IF YOU WISH TO CANCEL THE VAULT AND RETURN YOUR DINO DUDE TO THE HOLLOWEEN POSITION, PRESS DOWN ON THE JOYSTICK.

BRANDISHING A SPEAR

AS YOUR TRUE PROGENITOR THROUGH EVOLUTION IT WILL BECOME APPARENT THAT THE DINO DUDES ARE NOT GOING TO GET THINGS THE EASY WAY. THERE ARE NASTY DINOSAURS WHO ARE OUT TO GET YOU. WHEN YOU BRANDISH YOUR SPEAR, POSITION YOUR DINO DUDE CAREFULLY (LIKE NEAR A HUNGRY DINOSAUR WANTING TO CHOW ON YOUR TAIL), AND YOUR DINO DUDE WILL NOW BRAVELY BRANDISH AND CLAW THE MOUTH-IN "DINING-DINO" AT DAY UNTIL YOU COMMAND OTHERWISE.

The Torch (cont. II)

ARMING YOUR TRUE OF MENTAL BRIGADES IN PROGRESSING SUCESSFULLY ALONG THE EVOLUTIONARY PATH, THE NEXT OBJECT THAT YOU WILL DISCOVER WILL BE THE BURNING TORCH. TORCHES CAN BE THROWN AND BRANDISHED LIKE SPEARS, BUT CAN ALSO BE USED TO BURN THINGS.



Setting Things on Fire

NO POINT IN HAVING FIRE UNLESS YOU CAN PUT IT TO GOOD USE. THE BURN ICON IS MOST USEFUL FOR SETTING FIRE TO VEGETATION BLOCKING YOUR TRAIL PROGRESS. SELECT THE BURN ICON AND IGNITE THE CHOSEN OBJECT USING THE B BUTTON. (A WORD OF WARNING: THESE MOUNTAINS ARE FLAMMABLE, SO BE CAREFUL WHEN YOUR DINO DUDE IS WAVING HIS TORCH AROUND.)

The Rope

AS YOU MIGHT EXPECT, A ROPE COMES IN PRETTY HANDY WHEN YOUR DINO DUDES ARE CLIMBING ABOUT ALL OVER THE LEVELS. YOU WILL FIND HEAT COOL OR ROPES SWUNG ABOUT ON VARIOUS PLATFROMS THROUGHOUT THIS GAME. USING A ROPE CAN BE MUCH FASTER THAN RUNNING AROUND TRYING TO FIND A LADDER, AND MAY SAVE YOUR DINO DUDE FROM HAVING TO GO THROUGH ALL SORTS OF COMPLICATED MANEUVERS TO GET SOMEWHERE. YOU THROW A ROPE JUST LIKE YOU THROW A FRISBEE.

Lowering and Raising The Rope

FIRST OF ALL, MAKE SURE THAT YOUR DINO DUDE IS CLOSE ENOUGH TO THE EDGE OF A CLIFF FOR HIM TO BE ABLE TO LOWER THE ROPE. THEN PRESS THE RAISE/LOWER ICON FROM THE ACTION BAR AND PUSH THE B BUTTON. YOUR DINO DUDE WILL THEN LOWER THE ROPE OVER THE EDGE. IF HE ISN'T close ENOUGH TO THE EDGE, HE WILL ONLY LOWER THE ROPE TO HIS TOES. TO PULL THE ROPE BACK UP, USE THAT ICON AGAIN.

Climbing the Rope



FOR A DINO DUDE TO CLIMB DOWN THE ROPE, MOVE YOUR CHOSEN DINO DUDE OVER THE ROPE AND PULL THE JOYSTICK DOWN. TO CLIMB UP THE ROPE, MOVE YOUR DINO DUDE OVER THE ROPE AND PUSH THE JOYSTICK UP.

THE WHEEL

OF COURSE, NO DINO DUDE COULD EVER HOPE TO ESCAPE FOR SURVIVAL FOR THAT MATTERLY WITHOUT THE "WHEEL", AND SO IT IS. THAT BEFORE TOO LONG YOU WILL COME ACROSS THE SAID "WHEEL".

MOUNTING THE WHEEL

TO PICK UP THE WHEEL, MOVE YOUR DINO DUDE OVER THE WHEEL, AND TRY TO HOIST IT UP. INSTEAD, SINCE IT IS TOO HEAVY TO LIFT, YOUR DINO DUDE WILL BE PUSHED, SITTING ON THE WHEEL, READY TO ROLL.

ROLLING THE WHEEL

ONCE YOU HAVE YOUR DINO DUDE MOUNTED-UP AND MOBILE, YOU WILL PROBABLY BE IMPRESSED WITH THE UNUSUAL Ease WITH WHICH YOUR DOMINATED NEANDERTHAL CAN CAREEN THROUGH THE LEVEL. AS HE ROLLS DOWNSHILL HIS SPEED WILL INCREASE. ONE OF THE USEFUL FUNCTIONS OF "WHEEL RIDING" IS THAT THE WHEEL CAN BE USED TO PROPEL YOUR DINO DUDE ACROSS CHASMS AND OTHER OBSTACLES. WHEEL RIDING, IT IS EASY AND FUN, WITH PRACTICE, MIGHT YOUR TIME WELL.

MAKE SURE THAT YOU CAN GET A GOOD RUN AT THE OBSTACLE WHICH YOUR DINO DUDE WANTS TO CROSS. AS HE REACHES THE EDGE OF THE PLATEAU, HOLD DOWN THE A BUTTON TO MAKE THE WHEEL JUMP. REMEMBER, THE LONGER YOU HOLD DOWN THE BUTTON, THE LONGER THE JUMP.

ROLLING THE WHEEL

A. DINO DUDE CAN'T LIFT A WHEEL, BUT HE CAN PUSH IT BY HOLDING DOWN THE A BUTTON WITH THE WHEEL IN FRONT OF HIM AS HE WALKS.



PINPOINTING FROM THE WHEEL

1.3. Dismount the wheel, release the joypad and press the B button.

Stone Blocks

EVERY NOW AND AGAIN YOUR TRIBE MEMBERS WILL COME ACROSS STACKS OF STONE BLOCKS, BLOKKING YOUR PROGRESS. THESE BLOCKS CAN BE REMOVED BY HAVING YOUR TRIBE ROLL AROUND THE LEVEL TO FIND A THICKER DEPRESSION. THESE DEPRESSIONS ARE TUNNELS CONNECTED TO THE BLOCKSTACKS. SOMETIMES THEY COME IN BRIGHT HAPPY COLORS, AND SOMETIMES THEY BLEND IN AND ARE HARD TO FIND. USING THE TRIED-AND-TESTED DINO DUDE SYSTEM OF TRIAL AND ERROR, YOU CAN TRACE MEMBERS OF YOUR TRIBE AND/OR CREECH ON THESE DEPRESSIONS TO HAVE THE STONES CRUMBLE. TO KEEP THE WAY FREE THOUGH, YOU MUST KEEP YOUR DINO DUDES/OBJECTS IN PLACE.

The Witchdoctor

NO TRIBE IS REALLY COMPLETE WITHOUT A WITCHDOCTOR. FROM TIME TO TIME, YOU WILL NOTICE THE HOPPINGTON APPEARANCE OF THIS WOODOO DUDE. WEARING A SPECIAL SKULL-SHAPED MASK, THE WITCHDOCTOR WILL ROLL INTO YOUR TRIBE, ROLLING AS A NEW DINO DUDE. HE CAN PERFORM ALL THE ROUTINE DINO DUDE ACTIONS BUT IS UNWILLING TO PICK UP AND USE ANY OBJECT ROLLING AROUND THE LEVEL. HE IS A DANGEROUS DUDE—DO NOT MESS WITH HIM, BY BURNING OVER HIS TOES WITH THE WHEEL. FOR EXAMPLE, OR THE CONSEQUENCES COULD BE DIRTY.



Casting Spells

THE GREAT THING ABOUT A WITCHDOCTOR IS HIS ABILITY TO CAST SPELLS AND CONjure UP OBJECTS USING MAGIC. IF YOU WANT YOUR WITCHDOCTOR TO CAST A SPELL AND MAKE A USEFUL OBJECT MAGICALLY APPEAR OUT OF THIN AIR, YOU MUST MAKE SURE YOUR WITCHDOCTOR IS IN THE RIGHT PLACE WHERE YOU WANT THIS OBJECT TO APPEAR. HAVING SEEN WHO AND WHERE THE WITCHDOCTOR, YOU WILL NOTICE HIS ICON SET ALONG THE ACTION BAR. THERE WILL BE A STACKING ICON AND OTHER ICONS REPRESENTING THE OBJECTS WHICH HE CAN SUMMON. USE THE C BUTTON TO CYCLE THROUGH THE ICONS UNTIL YOU REACH THE ITEM YOU WANT THE WITCHDOCTOR TO PRODUCE, AND PRIM THE B BUTTON.

THE WITCHDOCTOR DEMANDS A HEAVY PRICE FOR ANY CHURST HE SUMMONS FROM THIN AIR. THE SACRIFICE OF A DINO-DUKE. IN ORDER FOR THE MAGIC TO WORK, YOU MUST MOVE ANOTHER DINO-DUKE UP AND ONTO THE WITCHDOCTOR.

THE LEVEL AND SCORING GUIDE

THE OBJECT OF THE GAME IS TO COMPLETE THE LEVELS TO SCORE WELL AND WIN A PLACE FOR YOUR TEAM IN THE "TOP TEN." YOUR TEAM NEEDS TO COMPLETE THE LEVELS IN THE SHORTEST POSSIBLE TIME, WITH THE LARGEST POSSIBLE NUMBER OF TIME ADDENDUMS. SOUND'S EASY, HUH?

BEFORE STARTING EACH LEVEL, INFORMATION ABOUT THE GOAL FOR THAT LEVEL WILL BE DISPLAYED IN A BOX IN THE MIDDLE OF THE SCREEN. THIS MAY BE THE SIMPLE MESSAGE "REACH THE GOAL," OR YOUR TEAM MAY BE GIVEN A MORE SPECIFIC TASK SUCH AS RESCUING A HOSTAGE OR DISCOVERING A NEW OBJECT. ONCE YOU HAVE READ THE MESSAGE, PUSH THE A/B BUTTON TO BEGIN THAT PARTICULAR LEVEL.

SCORING THE GOAL

IN ORDER TO REVEAL THE GOAL LOCATION, YOU HAVE TO MOVE YOUR DINO DUDE AROUND THE LEVEL. IF YOUR TEAM'S OBJECTIVE IS TO RESCUE A HOSTAGE, FOR EXAMPLE, OR TO DISCOVER FIRE, IT'S PRETTY OBVIOUS WHAT THEMES IT'S GOING TO LOOK LIKE AND YOU SHOULD HAVE NO PROBLEM RECOGNIZING THEM.

ON THE OTHER HAND, IF YOUR LEVEL'S MESSAGE IS "REACH THE GOAL," YOU NEED TO BE ABLE TO RECOGNIZE WHAT A GOAL LOOKS LIKE.

THE GOAL BLOCK

THE LEVEL'S "GOAL BLOCK" IS A RED OR YELLOW TENTHILL ON WHICH YOU HAVE TO PLACE A DINO DUDE TO COMPLETE THE LEVEL. MOVING A DINO DUDE ON THIS "GOAL BLOCK" AND WAITING A SECOND WILL STOP THE CLOCK AND END THE LEVEL.

BONUS PLANTS

ON SOME LEVELS—NEXT TO THE GOAL BLOCK—you will find Bonus Plants—sometimes they are small pink trees and sometimes shrubs, but they are always plants. By placing extra Dino Dudes on these Bonus Plants, you'll earn extra points!

SCORING

IN ORDER TO SCORE POINTS, YOUR FIRST OBJECTIVE MUST BE TO COMPLETE THE LEVEL IN THE TIME ALLOTTED. AT THE BOTTOM, EACH OF THE SCREWS ON THE OTHER END OF THE ACTION BAR IS ANOTHER COUNTER. THIS IS YOUR TIME'S "EXTRAS" INDICATOR, WHICH LETS YOU KNOW HOW MANY SPARE TIME METERS YOU HAVE AT ANY TIME. YOU ARE GIVEN THREE SCREWS FOR COMPLETING EACH LEVEL.

LEVEL SCORE

THE LEVEL SCORE IS CALCULATED BY TAKING THE NUMBER OF DUDES IN YOUR TEAM, MULTIPLYING THIS BY THE LEVEL NUMBER AND MULTIPLYING AGAIN BY 10. THERE IS AN ADDITIONAL BONUS MULTIPLIER FOR THE NORMAL DIFFICULTY SETTING (x2) AND HARD DIFFICULTY SETTING (x4). FOR EXAMPLE, IF YOU FINISHED LEVEL 10 WITH DIFFICULTY SETTINGS EASY AND 8 DUDES LEFT, YOU WOULD HAVE 8 (Dude Dude) x 10 (Level Number) x 10, EQUALING A LEVEL SCORE OF 800.

LEVEL BONUS

IF THERE ARE BONUS PLANTS AVAILABLE AT THE END OF THE LEVEL, FOR EACH DINO DUDE YOU PLACE ON ONE OF THESE PLANTS, YOU RECEIVE 1000 POINTS.

TIME SCORE

FOR EACH SECOND REMAINING ON THE TIMER AT THE END OF THE LEVEL, YOU ARE AWARDED 10 POINTS. SO IF YOU FINISH A LEVEL WITH 50 SECONDS REMAINING ON THE TIMER, YOU RECEIVE 500 POINTS.

IF YOU MANAGED TO FINISH LEVEL 10 ON THE EASY DIFFICULTY SETTING WITH 8 DINO DUDE LEFT, 2 DUDES ON BONUS PLANTS AND 50 SECONDS REMAINING ON THE TIMER, THE SCORE SCREEN WOULD DISPLAY THE FOLLOWING:

Level Score	800
Level Bonus	1000
Time Bonus	500
Level Total	2300



About Your Tribe

YOU START OUT WITH A BASIC NUMBER OF TRIBE MEMBERS. BUT ALONG THE WAY YOU WILL PICK UP THE GOOD MEMBER, LIKE WHEN YOU RESCUE A HOSTAGE FROM THE NASTY NEIGHBORING TRIBE, FOR EXAMPLE. THERE ARE THE FOOLS OUT WHO YOU WILL SEE TIED UP HOLLERING "HUUU!" THEY'RE PRETTY EASY TO SHOT AND EASY TO FREE IF YOU JUST KEEP AN EYE OUT FOR THE BAD GUYS. TO SEE THESE UNLUCKY SOULS, JUST WALK YOUR DINOSAUR PAST THEM. THIS WILL ADD TO YOUR SCORING POWER AS YOU BUILD UP YOUR TRIBE.

BUILDING UP YOUR TRIBE IS VERY IMPORTANT, AS YOU ARE GOING TO NEED ALL THE MEMBERS YOU CAN GET. AT THE BEGINNING OF EACH LEVEL, THE "PARTY SCREEN" WILL TELL YOU HOW MANY DINO DUDES YOU WILL NEED TO STAFF THE LEVEL. TRY NOT TO WASTE YOUR DINO DUDES! IF YOU HIRE A TURRAN IN YOUR TRIBE, AND YOU LOSE ONE IN THE LEVEL, HE WILL AUTOMATICALLY BE REPLACED, BUT ONLY UP TO THE LIMIT OF DINO DUDES IN YOUR RECRUIT.

YOU CAN USE YOUR EXISTING DINO DUDES TO SACRIFICE TO THE WITCHDOCTOR. BUT SACRIFICE WISELY! IF YOU DON'T HAVE ENOUGH DINO DUDES TO STAFF THE NEXT LEVEL, YOUR TRIBE WILL NOT BE ABLE TO SCORE.

Hints and Tips

THERE IS OFTEN MORE THAN ONE WAY TO SOLVE A LEVEL. OFTEN WHEN IT SEEMS NECESSARY TO SACRIFICE AN ADDITIONAL DINO-DUDE, THERE IS A WAY TO AVOID IT.

THE DINOSAURS ARE VERY DISTRACTED WHEN THEY ARE EATING A TASTY TREAT, LIKE A DINO-DUDE. WHILE THEY ARE EATING, A DINO DUDE MIGHT NOT BE NOTICED EVEN WHILE WALKING RIGHT NEXT TO A DINOSAUR.

SOME DINOSAURS TAKE A LOT OF HITS TO KILL.

SOMETIMES AN OBJECT HIDES IN THE SCHEME. FOR INSTANCE, IF YOU NEED A ROPE OR SPEAR AND DO NOT HAVE A WITCH DOCTOR, BLOCK ALL OF THE LEDGES YOU HAVE ACCESS TO ONE MORE TIME. A ROPE OR SPEAR MIGHT BE LYING AT THE BOTTOM OF A SADDLE OR IN THE BUSHES.

YOUR PET DINOBRAIN OCCASIONALLY GETS LOST AND YOU HAVE TO FIND HIM. WHEN THIS HAPPENS, YOU MIGHT PAT HIM ON THE HEAD AND REASSURE HIM THAT EVERYTHING'S OKAY. YOU MAY HAVE TO FOLLOW HIM AROUND FOR A SHORT WHILE BEFORE HE CALMS DOWN ENOUGH FOR THIS TO BE POSSIBLE.

ON SOME LEVELS, IT IS NECESSARY TO ACCOMPLISH MORE THAN ONE GOAL. FOR INSTANCE, IT MIGHT BE NECESSARY TO KILL A DINOBRAIN AND THEN WALK ON THE GOAL-BLOCK. IN THAT CASE,



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DOCUMENTATION



Software Warranty

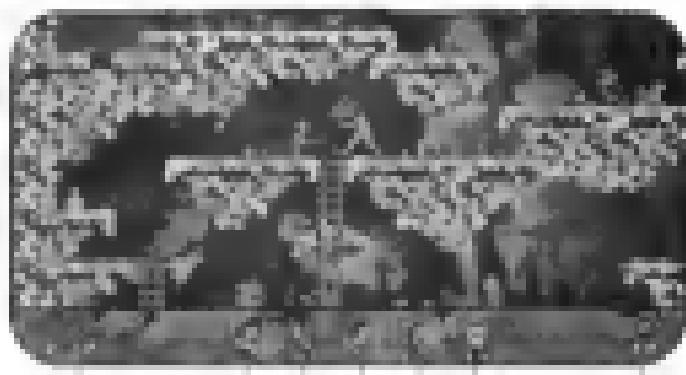
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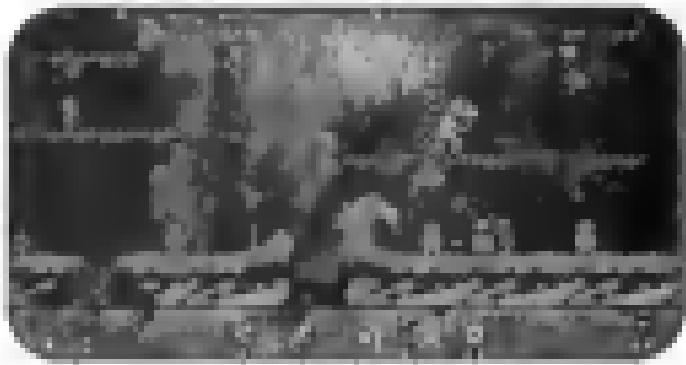
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FIG. II



1. 2. 3. 4. 5. 6. 7.



1. 2. 3. 4. 5. 6. 7.

- 1. TIMER
- 2. VAULT ICON
- 3. THROW ICON
- 4. BRANDISH ICON
- 5. DROP ICON
- 6. STACK ICON
- 7. EXTRA DINO DUDE INDICATOR
- 8. BURN ICON



Fig. I



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